CRUSADER
N☉ ✛ REM☉RSE™

**NON-STOP
ACTION.**

**SERIOUS
ATTITUDE.**

INSTRUCTION MANUAL

English • Español

CRUSADER
N☉ REMORSE™

WARNING: TO OWNERS OF PROJECTION TELEVISIONS!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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HANDLING YOUR SEGA SATURN™ CD-ROM

- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD.

STARTING UP: HOW TO USE YOUR SEGA SATURN SYSTEM

This CD-ROM can only be used with the Saturn System. Do not attempt to play this

CD-ROM on any other CD player—doing so may damage the headphones and speakers.

1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1.

2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.

3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.

4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.

5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

STARTING THE GAME

1 Sega Saturn
System
2 Control Pad 1
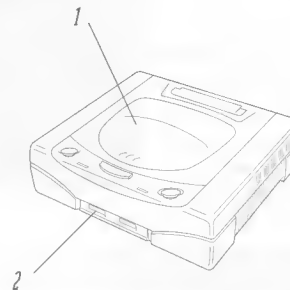
1. Set up your Saturn game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.

2. Insert the Crusader: No Remorse disc and close the CD door.

3. Insert the game controller and memory card (if used) and turn on the Saturn game console.

4. From the Sega opening screen, select Start Application and press **A** to load the game. Use **START** to bypass the introduction.

Subtitles are available. Press **A** during any video to toggle subtitles on or off.

MAIN MENU

This screen allows you to set your preferences and get into play. Highlight your selection with **UP** and **DOWN**, and press **A** to select an option.

New Game This option takes you to the beginning of the first mission. First, however, you must select the difficulty level at which you wish to play.

Difficulty Level There are four different levels of difficulty in Crusader. Progressively higher difficulty levels have more, tougher and better-armed enemies. The four levels are:

Mama's Boy (Easiest), Weekend Warrior, Loose Cannon and **No Remorse (Hardest)**

Highlight your selection with **UP** and **DOWN**. **A** accepts your choice, **C** returns you to the Main Menu.

LOAD MENU

This will allow you to enter a previously saved game (from internal memory or a memory card) or jump to the start of a later mission (if you have obtained the code for that level at the end of the previous mission). Use **UP** and **DOWN** to select the Load Game option you want, and **A** to accept your selection. **C** returns you to the Main Menu.

Game Selection You can choose the save-game you wish to restore here. You have room for two save-games in the internal memory, nine if you have a memory card. Select the save you want with the **L** and **R** keys: use **A** to accept your selection. **C** returns you to the Main Menu. **YZ** cycles between internal memory and external memory devices.
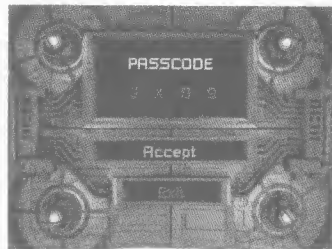
Teleport To Mission Enter the passcode here to go to the start of any mission other than the first. You will be given the passcode for each new mission as you complete the previous mission.

Use **LEFT** and **RIGHT** to move between characters, and **L** and **R** to change the characters.

Highlight **Accept** and press **A** to enter the passcode and teleport to the selected mission.

Press **C**, or highlight **Exit** then press **A**, to return to the Load Menu.

OPTIONS MENU

Allows you to customise the game to fit your preferences. **UP** and **DOWN** move you between the choices on this screen. **A** selects an option, **C** returns you to the Main Menu without saving.

Sound Volume Use **LEFT** and **RIGHT** to increase or decrease the volume of sound effects and voices. A plays a sound sample.

Music Volume Use **LEFT** and **RIGHT** to increase or decrease the music volume.

Controller Setup Allows you to select the control set-up you prefer. There are three set-ups available. **L** and **R** move you between the available set-ups. Use **A** to accept the selection and return to the Options Menu, **C** to return to the Options Menu without saving changes.
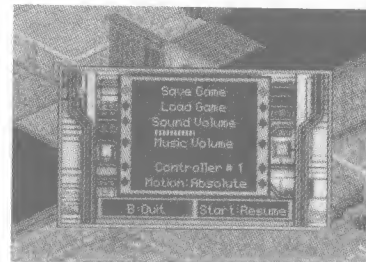
Exit Saves your changes and returns you to the Main Menu.

Credits Displays the names of the game's creators. **C**, **A** or **START** returns you to the Main Menu.
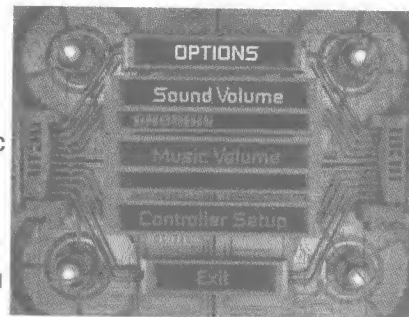
PAUSE MENU

If you wish to save, reload or adjust your volume levels during play, you may press **START** to access the Pause Menu. Move between options with **UP** and **DOWN** .

From this menu you may ...

Save Game Save the game at the point you paused. Use **A** to enter the save game screen, use **L** and **R** to select the slot you wish to save, then **A** to save or **C** to cancel and return to the Pause Menu. **YZ** cycles through internal memory and external memory devices.

Load Game Return to a previously saved point in the game. Use **A** to enter the load game screen, use **L** and **R** to select the slot you wish to load, then **A** to load or **C** to cancel and return to the Pause Menu.

Sound Volume Use **LEFT** and **RIGHT** to increase or decrease the volume of sound effects and voices. **A** plays a sound sample.

Music Volume Use **LEFT** and **RIGHT** to increase or decrease the music volume.

Controller Setup Allows you to select the controller set-up you prefer. Use **LEFT** and **RIGHT** to select the set-up you wish to load.

Motion Allows you to toggle between absolute and relative movement. Use **LEFT** and **RIGHT** to toggle movement.

From the Pause Menu, press **START** to save changes and return to play, **B** to quit the game, or **C** to return to play without saving changes. If you choose to quit the game, you will be prompted to confirm your choice – use **A** to confirm and quit the game, or **C** to return to the Pause Menu.

CONTROL SUMMARY
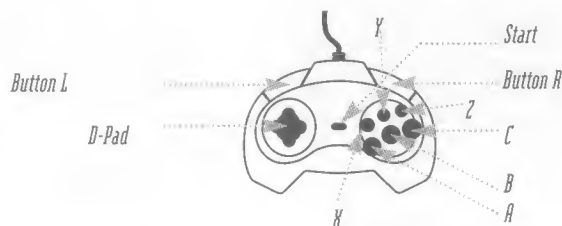
|	Setup 1	Setup 2	Setup 3
ABSOLUTE / RELATIVE MOVEMENT			
Run	UP	UP	UP
Rotate Left	LEFT	LEFT	LEFT
Rotate Right	RIGHT	RIGHT	RIGHT
Combat Retreat	DOWN	DOWN	DOWN
Run North	UP	UP	UP
Run West	LEFT	LEFT	LEFT
Run East	RIGHT	RIGHT	RIGHT
Run South	DOWN	DOWN	DOWN
SPECIAL MOVES			
Roll Left	L + LEFT	X	B + LEFT
Roll Right	L + RIGHT	Z	B + RIGHT
Roll Forward	L + UP	Y	B + UP
Toggle Crouch	L + DOWN	L + DOWN	B + DOWN
Sidestep Left	X + LEFT	L X	L + LEFT
Sidestep Right	X + RIGHT	L Z	L+ RIGHT
Combat Advance	X + UP	L Y	L + UP
Jump	B	L + UP	Y
OTHER COMMANDS			
Fire	A	A	A
Search (select item)	R	R	R
Use Searched Item	L	L	L
Use Inventory Item	C	C	C
Cycle Inventory FWD	Z	L + RIGHT	Z
Cycle Inventory BCK	LZ	L + LEFT	LZ
Cycle Weapons FWD	Y	B	X
Cycle Weapons BCK	LY	LB	LX
Use Med Kit	RB	RB	RB
Use Energy Cell	RC	RC	RC
Use Spider Bomb	RA	RA	RA
Use Det Pac	RX	RX	RX
Transparent Walls	RY	RY	RY
Movement Toggle	RZ	RZ	RZ
Pause Menu	START	START	START

Note that all commands specifically referenced in this manual use Setup 1 (the default).

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THE WORLD OF CRUSADER

The year is 2196. After more than a century of economic chaos, the world is at last unified and prosperous. But the cost has been great. For more than three decades, the World Economic Consortium has controlled the destiny of the human race, ruthlessly eliminating all dissent.

Only a small underground Resistance has dared to stand against the WEC's absolute power. Originally a peaceful organisation of reform-minded protesters, the Resistance has in recent years been forced to become a guerrilla army. Inflamed by the WEC's nuclear annihilation of the free city of Petra, and inspired by the brilliant military leadership of General Quentin Maxis, the Resistance has become a severe thorn in the side of the WEC. Nonetheless, when stacked up against the WEC's massive military forces in the Security and MilOps cartels, the Resistance's chances of ever achieving real reform remain on the bleeding edge of hopeless.
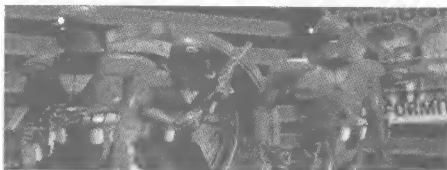
You are a Silencer, one of the WEC's elite enforcers, a member of the most feared military corps in the solar system. Among the general public, little is known of the Silencers' training or mission, other than that they wear faceless red body armour, are ruthless, almost inhumanly efficient … and incorruptible.

But somehow you have shaken off years of WEC conditioning and gone over to the Resistance. Your reasons are your own, although you were pushed over the edge when the WEC treacherously slaughtered your squad for refusing to massacre unarmed civilians. Many in the Resistance are sure that you're a WEC plant — a double agent — but ultimately the Resistance can not afford *not* to take a chance on a combat machine like you.

Your former employer wants to kill you and your new allies don't trust you, but that's fine. You know what needs to be done.

MISSIONS

Before you begin a mission, your commanding officer will give you your mission objectives in a video briefing. You can review your objectives at any time during the mission, by using the datalink in your Item Inventory.

When you use the datalink you'll be given a readout of your current mission objective. It's a good idea to check your datalink multiple times during a mission, because many missions have more than one objective. Your datalink is continually updated by the Resistance as the situation evolves. Once all your mission objectives are completed, you will be contacted by a Resistance extraction specialist and given instructions on where to go to teleport back to the rebel base.
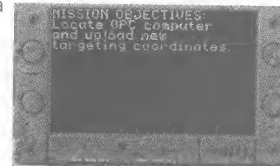
INVENTORY AND READOUTS

In gameplay, a status bar with five sections of vital information about your character appears on the screen. You can position the bar for best visibility on your TV screen with **XY + UP** and **XY + DOWN**.

WEAPON INVENTORY

Your currently readied weapon is displayed here. **Y** cycles the display through all the weapons the Silencer is currently carrying. **LY** cycles through the Weapon Inventory backwards.

AMMUNITION INVENTORY

This bar displays the amount of ammo currently available for the weapon displayed in the Weapon Inventory. The number on the left is the number of rounds in the current magazine, and the number on the right is the total number of magazines carried. When the Silencer is using an energy weapon, this bar will not display any numbers.

You cannot carry more than 20 clips of any one type of ammo.

When the end of one magazine is reached, a new one will be loaded automatically on the next firing action, if the Silencer has another magazine in his inventory.

ITEM INVENTORY

This section displays the currently selected inventory item, along with the number of items of that type. With **Z** you can toggle through all the different useable items the Silencer is carrying. **LZ** cycles through the inventory backwards.

C Uses the item displayed in the bar. There are short cut commands that allow you to Use a med kit (**RB**), energy cell (**RC**), det pac (**RX**) or spider bomb (**RA**) without first bringing the item up in the Item Inventory window (assuming, of course, you actually have at least one of the given item in inventory). This can be very useful in heavy combat situations. (If running out of energy for weapons or shields, the Silencer does not reload automatically — you must Use an energy cell from the inventory to recharge energy in combat.)

The Silencer cannot carry more than 20 items of any one kind.

Credits You can check your cash flow using the Item Inventory. Cycle through your inventory items until you get to a large "C". The number to the right is the credits you currently have available for purchases. You can find additional credits during missions.

HEALTH BAR

The blue Health bar shows how much damage the Silencer has taken and how close he is to death. The more blue that is showing, the better. As a Silencer, he can continue at full efficiency right up to the point of collapse and death. Med kits and health stations can restore lost health.

ENERGY BAR

The red Energy bar shows the amount of energy remaining. Your maximum potential energy at any moment depends on the type of battery the Silencer is carrying. The bright red bar shows his actual energy, and the dimmer red bar shows the maximum energy that can be stored by a battery of the type in use. When the bright bar reaches zero, shields and energy weapons no longer function. When energy levels are getting low, the Silencer needs to find more energy cells, or a recharge station.
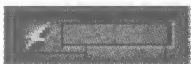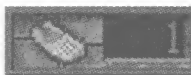
FIRE AND MOVEMENT

Targeting Whenever the Silencer has a weapon readied, cross hairs will appear a short distance in front of him to help with aim. When he's lined up with an enemy or targetable object, an orange targeting reticle will appear and zero in on that object.
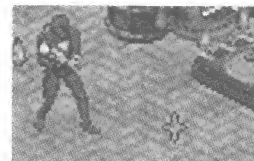
Firing A firing action (**A**) will fire or reload a weapon. When the current clip is out of ammo, and there are more clips in the Ammunition Inventory, a single firing action will automatically reload the weapon with a fresh clip.

The Silencer can be moved in two basic ways — absolute and relative movement. You can toggle between the two modes with **RZ**, or from the Pause Menu, as shown here.

In **Relative Movement**, **UP** moves the Silencer ahead in the direction he's facing, **DOWN** causes him to back up, and **LEFT** and **RIGHT** cause him to turn to the left or the right.

In **Absolute Movement**, the Silencer moves in the direction indicated by the arrow. **UP** will cause him to face and move towards the top right corner of the screen. Switching from **UP** to **RIGHT** will cause him to do a right-face and move towards the lower right corner of the screen. (If he is crouched or holding down the Fire key during Absolute Movement, **LEFT** and **RIGHT** rotate the Silencer, making it easier to aim.)
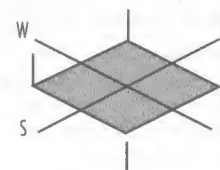
There are also several **Special Movements** the Silencer can perform.

Crouch (**L + DOWN**). The Silencer drops to one knee to present a smaller target. Crouching also makes it easier to hit low-lying targets. Use **L + DOWN** again, or move, to stand up.
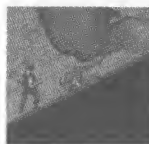
Roll (left **L + LEFT**, right **L + RIGHT**, forward **L + UP**). The Silencer rolls forward or to the side and comes up in a crouch, weapon ready.

Sidestep (left **X + LEFT**, right **X + RIGHT**). Also known as a strafe step. The Silencer moves to the left or the right while still facing the same direction. This is useful to get out of a tight place, or take a quick look around a corner.

Jump (**B**). The Silencer's jump is realistic for his size, so don't expect him to jump over huge chasms or up onto catwalks. (He does not, however, take any damage from falls.)

Combat Advance (**X + UP**). The Silencer moves ahead one step at a time, allowing very precise movement.

SEARCHING AND USING ITEMS

To Search or Use an object, the Silencer must be standing next to it. Use **R**, and a cursor appears over the object if it can be Searched or Used. Further pressing of **R** toggles you through any other Searchable objects that might be in reach — never assume that the first use of **R** shows you everything there is to see. If there are no Searchable objects at hand, a soft "beep" will sound.

Once the Search cursor is on an object, **L** throws switches, opens footlockers, pushes buttons or otherwise manipulates the object, or transfers any items the object contained to your inventory.

Taking Items If you open an object like a footlocker or a safe, or Search a dead body, a list of the items it contains appears in the top left corner of the screen, and everything on that list is automatically added to your inventory. If you do not have room for the item in your inventory, it will remain on the floor.

Transparent Walls. The isometric perspective used in Crusader produces "blind walls" — you can't see things immediately behind the walls "closest" to you on screen. To keep the Silencer from getting lost in these blind spots you can toggle Transparent Walls on and off with **RY**. Transparent walls stay transparent until the Silencer leaves the area behind the wall. Transparent walls will not necessarily show you all secret areas that the walls have concealed.
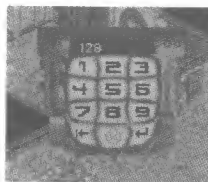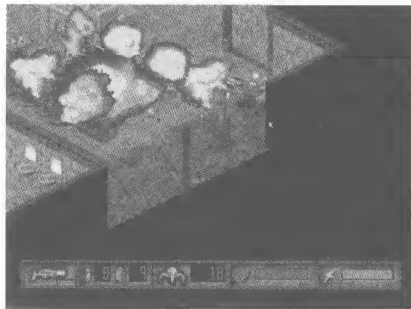
Keypads When you Search a keypad, an enlarged image of the keypad appears on screen. This means that you have to enter a numerical code before the keypad will do anything. Enter the code by highlighting the number you want with the arrow keys and use **A** to accept. Use the X-in-circle key to exit out of the keypad without it accepting your input. The key to the left of X-in-circle will backspace over the last number you entered, while the key to the right of X-in-circle will submit the code.

Monitor Screens. Sometimes when you Search a data terminal or watch station, a screen will open up displaying whatever is visible on the object's monitor. This might be a text message or a video image.

CONTROLLING SERVOMECHS

Sometimes Searching and Using a data terminal or watch station will allow you to take control of a WEC servomech. You will see a screen activating the servomech, after which you are in control of the machine; it manoeuvres and fires exactly like the Silencer (although with fewer movement options). The Silencer stands still next to the terminal and all controls affect the servomech. Servomechs can't Search or Use items. Servomechs always move using Relative Movement.

You relinquish control of the servomech and resume controlling the Silencer with **C**. Control will automatically revert to the Silencer when the servomech is destroyed.

THE REBEL BASE

Between missions you return to the rebel base to rest, re-equip and get your new orders. All damage is automatically healed when you reach the rebel base.

Each area of the rebel base performs a different function. Use the left and right arrows to move around the four areas of the base. Exit the game from the rebel base with **X**. When prompted to confirm your choice, use **A** to confirm and exit the game, **C** to return to the rebel base.
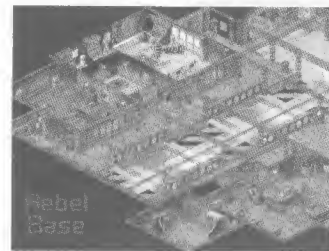
E-Mail

You can check your E-Mail box for messages from your fellow rebels. They aren't shy about telling you how far they trust you (or not) and what they think of your recent mission performance.

Use **UP** and **DOWN** to select a message to read. **A** will open the selected message, **C** returns you to the rebel base.

While reading a message, use **UP** and **DOWN** to cycle through the pages. Both **A** and **C** will close the message and return you to the E-Mail menu.
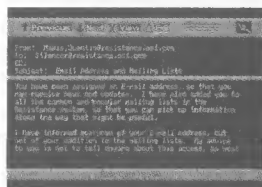
Weapons Dealer
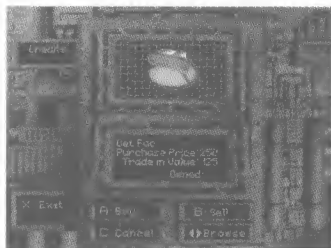
The Resistance doesn't have a lot of extra arms to issue to its troops. Field soldiers are expected to forage their weapons during missions. However, there are also a few intrepid black marketeers who keep the Weapons Dealer at the rebel base stocked with arms and equipment — if you have the credits.

The top screen displays a rotating image of an available item. The central screen displays the name, purchase price and selling price of the item, plus the number of such items already in your possession. Your current credit balance is displayed on the upper left screen.
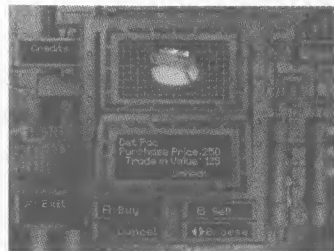
To **browse** available items, use **LEFT** and **RIGHT**.

To **buy** an item you can afford, use **A**.

To **sell** an item of the type displayed, use **B** (the selling price for items is, of course, significantly less than the buying price).

X will **finalise** all transactions and return you to the rebel base.

C will **cancel** all transactions and return you to the rebel base.

Mission Passcode

Go to this area to get the passcode that will allow you to return to this point in the game at any time. When you input the code from the Load Menu, you will be taken to the rebel base at the start of the mission.

Note: When using a passcode, rather than a save-game, your inventory may change. You will be given a standard issue of weapons and items appropriate to the level of the mission.

Mission Briefing/Teleport

This room is the colonel's office. Report here for your next mission briefing. After your briefing you will drop directly into the next mission, so make sure you check your E-Mail, buy new equipment and jot down the level code before reporting for a briefing.

INVENTORY ITEMS

Projectile Weapons

RP-22 "conciliator" Semiautomatic Assault Rifle .30

This light assault weapon is favoured by WEC civilian security forces and sportsmen. The RP-22 is constructed entirely of ballistic-grade plastics, and fires a frictionless, caseless .30 round. It normally mounts a 60-round magazine, and is pre-set to fire in 2-round bursts.
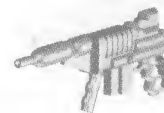
RP-32 "Pacifist" Semiautomatic Assault Rifle .30

The standard infantry weapon for all WEC military forces, the RP-32 is functionally identical to the RP-22, except that it is pre-set to fire in 3-round bursts.

Note: When you find or purchase an RP-32 in the game, it automatically replaces the RP-22 in your Weapon Inventory. You cannot carry both an RP-22 and an RP-32 simultaneously.
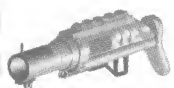
SG-A1 "Conformer" Shotgun

This deadly anti-personnel weapon is standard issue for riot control and urban security units. It fires a 13-gram fragmenting shell, and carries a 12-round magazine.

GL-303 Grenade Launcher

A GL-303 is carried by at least one member of every WEC fire team, and is also used extensively by police and anti-terrorist units. The normal Consortium antipersonnel load for this weapon is a grenade that combines concussion damage with limited incendiary capabilities. The GL-303 mounts an internal, 10-grenade magazine.

AR-7 "Rico" Rocket Launcher

The unique round fired by the AR-7 is a low-power canister shell that, immediately after discharge, ablates to release three self-propelled micro-missile rounds which take off from their point of origin in a "fan" formation encompassing an arc of roughly 45 degrees. The magazine can hold up to 8 rounds. This experimental weapon is not yet in general use, but is designed for anti-sniper, anti-siege and recon-by-fire applications.

JL-2 "Purifier" Mass Driver

This advanced hybrid projectile/energy weapon propels a solid projectile of high-density matter within a focused pulse of gravitic ions at ultra-high speed. The JL-2 mounts a standard magazine of 10 projectiles, and also needs to draw energy from a battery to operate. The projectile carries enough kinetic energy to nearly vaporise an unarmoured enemy.

Energy Weapons

All energy weapons must draw power from a battery.

PA-31 "Adjudicator" Laser Rifle

At least one trooper in every WEC infantry squad is designated the "lightning rod," and carries this weapon. In addition, the WEC maintains special-forces "lightning teams" where all the troops carry PA-31s as their standard arm. These "lightning teams" are used for anti-armour, attacks on armoured emplacements, and special missions. This weapon is particularly effective against robots and ambulatory weapons platforms. It fires a single pulsed, varicolor laser beam.

PL-1 "Unifier" Plasma Rifle

The PL-1 is the WEC's only plasma-based rifle. It fires a pulse of superheated plasma along a condensed magnetic field. A direct hit from a PL-1 is capable of literally disintegrating a non-shielded human target, leaving behind only a small scattering of carbonised residue. Its incendiary capabilities also make it extremely effective against vehicles and servomechs. This fully automatic weapon is capable of firing up to six bursts per second. It is normally used for military commando operations and police SWAT teams.

EM-4 "Vortex" Electromagnetic Pulse Rifle

Originally designed as an anti-servomech weapon, the EM-4 is also highly effective against human targets. It fires a concentrated electromagnetic pulse, which disrupts the mechanisms of all standard servomechs. Against humans, the electromagnetic charge is capable of instantly incinerating an unprotected target to the point of vaporisation.

UV-9 "Pulsar" Ultraviolet Rifle
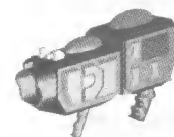
Still in development, the UV-9 generates and fires a pulse of concentrated ultraviolet energy. This charge has an extreme incendiary effect on any substance it impacts, and is capable of literally burning all the flesh and organs from an unarmoured human target. At present, the UV-9 is not standard issue for any regular WEC forces, although field trials have been conducted by experimental heavy-weapons units.
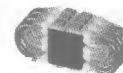
Demolition

Det Pac

The standard-issue WEC military satchel charge, the det pac consists of the actual explosive combined with a timed detonator. A det pac will explode a few seconds after it's dropped. A det pac can be quickly dropped using **RX**.

Blast Pac/Fusion Pac

These extremely powerful charges are used for heavy demolitions work and major sabotage.

Note: *You cannot purchase blast pacs or fusion pacs or find them at random, but they will be issued to you (in the Silencer's inventory) when needed to complete a mission.*

Limpet Mine

A limpet mine can be affixed (via electrostatic charge) to any reasonably flat, firm, horizontal surface. Once placed and activated it will detonate when any moving object approaches within about 1/2 meter. Limpet mines are used for territory denial in areas where it is not practical to place larger mines, or when time does not permit the use of more permanent mines. Note that the Silencer will not set off his own limpet mines, allowing him to get away after setting a mine.

Spider Bomb

This ambulatory munition can be released by a soldier from concealment, and literally walks on mechanical legs to the point of detonation, guided by a hand-held joystick unit. The spider bomb's movement is controlled with the right and left arrows. A spider bomb can be quickly dropped using **RA**.

OTHER EQUIPMENT

Shields and other energy defences must, like energy weapons, run off of an external battery.

Ionic Shield

This personal shield generator surrounds the wearer in a protective sphere of highly energised electrons capable of absorbing the kinetic energy of ballistic projectiles, greatly reducing their lethality. The ionic shield is often used by police and riot-control units. The Silencer begins the game with an ionic shield.

Plasma Shield

This shield surrounds the user in a sphere of plasma, which reduces the energy of ballistic projectiles more efficiently than the ionic shield, and also provides an effective reduction of the destructive potential of energy weapons.
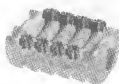
Graviton Shield

The highly experimental graviton shield surrounds the wearer in what is, essentially, a localised space-time distortion. It provides unprecedented protection against large projectiles and high-power energy weapons. Unfortunately, the expense and extreme power drain of this shield make it impractical for general issue at this time. It is only used for VIP protection and special missions.

Datalink

This is a hand-held mission computer and communications device. A datalink is often built into combat-armour uniforms. A datalink can hold mission briefings and intelligence reports for in-field review, and can also receive tight-focus satellite communications (usually encrypted).
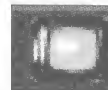
Med Kit

The med kit is a one-use, electronic field dressing. Upon application, it seals wounds and injects anaesthetics, stimulants, antibiotics and anti-shock medications, and is also effective at countering the effects of several common respiratory and contact toxins. Its effect is not so much to heal the user, as to keep him alert and functioning until he can accomplish his mission and get medical attention. Because of the radical nature of med kit treatment, there is the potential for long-term side effects or delayed reactions. Therefore, use of the med kit is recommended only in hazardous conditions, when under imminent threat of loss of life or consciousness. Each med kit carries its own internal power cell, and it does not need to be linked to an external power supply.

To quickly use a med kit, press **RB**.

Batteries And Energy Cells

A battery or other personal power supply is necessary to power shields and energy weapons. There are three types of portable, rechargeable battery currently available: chemical, fission (about twice the capacity of a chemical battery) and fusion (about twice the capacity of the fission battery). Multiple devices (e.g., a shield, an inhibitor and an energy weapon) can all be run off the same battery. The Silencer begins with a chemical battery.

Energy cells are disposable, non-rechargeable energy storage units. Equipment cannot run directly off an energy cell, but a cell can be used to recharge a battery when its reserves are starting to get low. Energy cells initiate a catalytic reaction in a battery that will cause any given battery type to recharge.

To quickly use an energy cell, press **RC**.

THINGS TO WATCH OUT FOR

Much of your success in *Crusader* will depend on your ability to notice and make use of the items in the missions. In *Crusader* the things on screen actually *do things*. They can be moved, they can be damaged (they often tend to blow up), and they may have other functions that are essential to the success of your mission.

In *Crusader*, there's very seldom just one way to do things. If the Silencer absolutely can't find the keycard to get through a certain door, he can sometimes simply blow the door up instead. But if he shoots his way through every door he comes to, he'll find himself out of ammo or energy right when he needs it the most. Managing resources and interacting efficiently with the game environment are the two inseparable keys to a winning *Crusader* strategy.

Alarm Box

If an alarm box is flashing, the mission area is in a state of alert, and reinforcements will arrive soon. You can cancel the alarm by Using the alarm box.

Box Switch

These wall-mounted levers are used to open doors, control lifts and operate other simple devices.

Cardreader

If one of these is present at a doorway, you need the correct colour-coded keycard before you can enter. If the correct card is in the Silencer's possession, the cardreader will scan it automatically. A cardreader will not work unless all alarms have been deactivated.

Control Box

A large knife-switch. It basically does the same thing as a box switch.

Data Terminal

When you pass a data terminal, always take a look at what's on the screen. You never can tell what some lazy Consortium flunky might have left up. Data terminals can give you important information (like passcodes), allow you to cancel general alerts, and even let you take control of servomechs.

Footlocker

There are numerous types of containers in the game, most of which just sit around (unless something blows them up), but these are special. Footlockers hold personal equipment, and often that equipment is highly useful. Always check out a locker, and don't damage one unless absolutely necessary — if the locker is damaged, anything inside is lost.

Health Station

A miniature, automated hospital that can bring your Health up to full in a few seconds. Just walk into the health station to use it.

Keycard

The only way to get into certain restricted areas is to have the right keycard. Keycards are colour coded to match the reader they go with.

Keypads

The control panel for a computerised combination lock. If you don't know the right code, the Silencer won't get in. A keypad will not work unless all alarms have been deactivated.

Laser Eyes

Emit an invisible laser across your path. These lasers will trip a switch or set off an alarm when you cross them.

Lift

Their use in getting from one elevation on the map to another is obvious.

Post Pad

When there's no wall handy to mount a switch to, it's mounted to one of these instead.

Recharge Station

A few seconds in one of these boxes can bring your energy level back up to full battery capacity. Just walk into the recharge station to use it.

Safe

Used to store the most important equipment. It is usually opened by a switch or through a computer interface.

Teleporter

Right now, the Resistance has only two things going for it: the Silencer, and their newfound ability to hack into the WEC teleportation grid. The Silencer can only use a teleporter if the lights on the edge of the pad are blinking, but WEC reinforcements can arrive through any teleporter.

Valve

If you need to stop the flow of hazardous liquids or gasses (or if you think a flow of hazardous liquids or gasses might be useful), look around for a valve to turn.

Wall Camera

These little devices will quickly become the bane of your existence. If a camera sees the Silencer, it may sound the alarm or activate traps or ambushes. It takes a couple of seconds for a wall camera to lock on to a potential hazard like the Silencer, though, so blast it quick.

Wall Switch
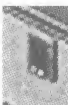
These standard electronic switches can perform any of the functions of a box switch.

Watch Station

These screens give you a view of some other part of the mission site, often providing a valuable preview of the hazards ahead of you. You can get out of the Watch Station screen with **C**.

CRUSADER: NO REMORSE CREDITS

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